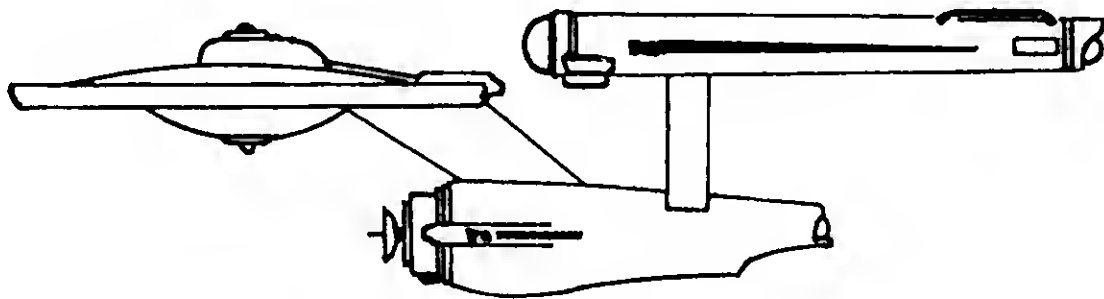


INSTRUCTIONS FOR

Star Trek III

by Lance Micklus



Micro-Mega

P.O. BOX 6265 • ARLINGTON, VA 22206

ESTEEMED CUSTOMER,

Your Micro-Mega Star Trek Package Contains the following items.

- (1) A tape cassette upon which Star Trek III, Version 3.3, is recorded. Two copies of the program are included on the same side of the cassette to insure successful loading.
- (2) This 12 page instruction booklet.
- (3) A large, free-standing "Torpedo and maneuvering Chart".
- (4) A pad of "Voyage Log" record sheets.

You are about to embark on one of the most fascinating and absorbing computer games ever created. Enjoy.

Star Trek III

INTRODUCTION

Star Trek III, by Lance Micklus, is certainly one of the most advanced Star Trek games ever written. It adds several major dimensions to traditional versions of the game. In addition, it includes many spectacular and dynamic graphic displays. As a result, Star Trek III is a large and complex program which occupies some 13,000 bytes of memory. A successful play of the game generally requires from 1½ to 2 hours to complete.

The philosophy behind these instructions is not to tell you everything we know about Star Trek III and how to play it. After all, learning from the game and developing your own strategies is half the fun.

Our objectives instead are:

- (1) To provide you with the basic framework and "environment" of Star Trek III.
- (2) To explain the general function of each of the 11 commands.
- (3) To explain the purpose and use of the two important auxiliary aids, your "Torpedo and Maneuvering Chart" and "Voyage Log".

YOUR MISSION AS A STARSHIP COMMANDER

Your voyage mission as Captain of the Starship "Enterprise", i.e. the object of the game, is to accomplish the following:

- (1) Explore the galactic region, all 192 quadrants of it.
- (2) Rid the region of invading Klingon battle cruisers. There are 20 of them out there, somewhere.
- (3) Locate and orbit the 5 inhabitable planets known as "Class M" planets.
- (4) Return to Star Fleet Headquarters.

You must accomplish all of the above tasks before stardate 2500. Since the game always begins at stardate 2200, this gives you 300 stardays. When you return to Star Fleet Headquarters at the conclusion of your voyage, and successfully dock at the base, Headquarters will automatically review your entire performance on the voyage and the extent to which you have accomplished the mission tasks listed above. All of this will be evaluated, and you will be given an overall performance rating between 0 and 100.

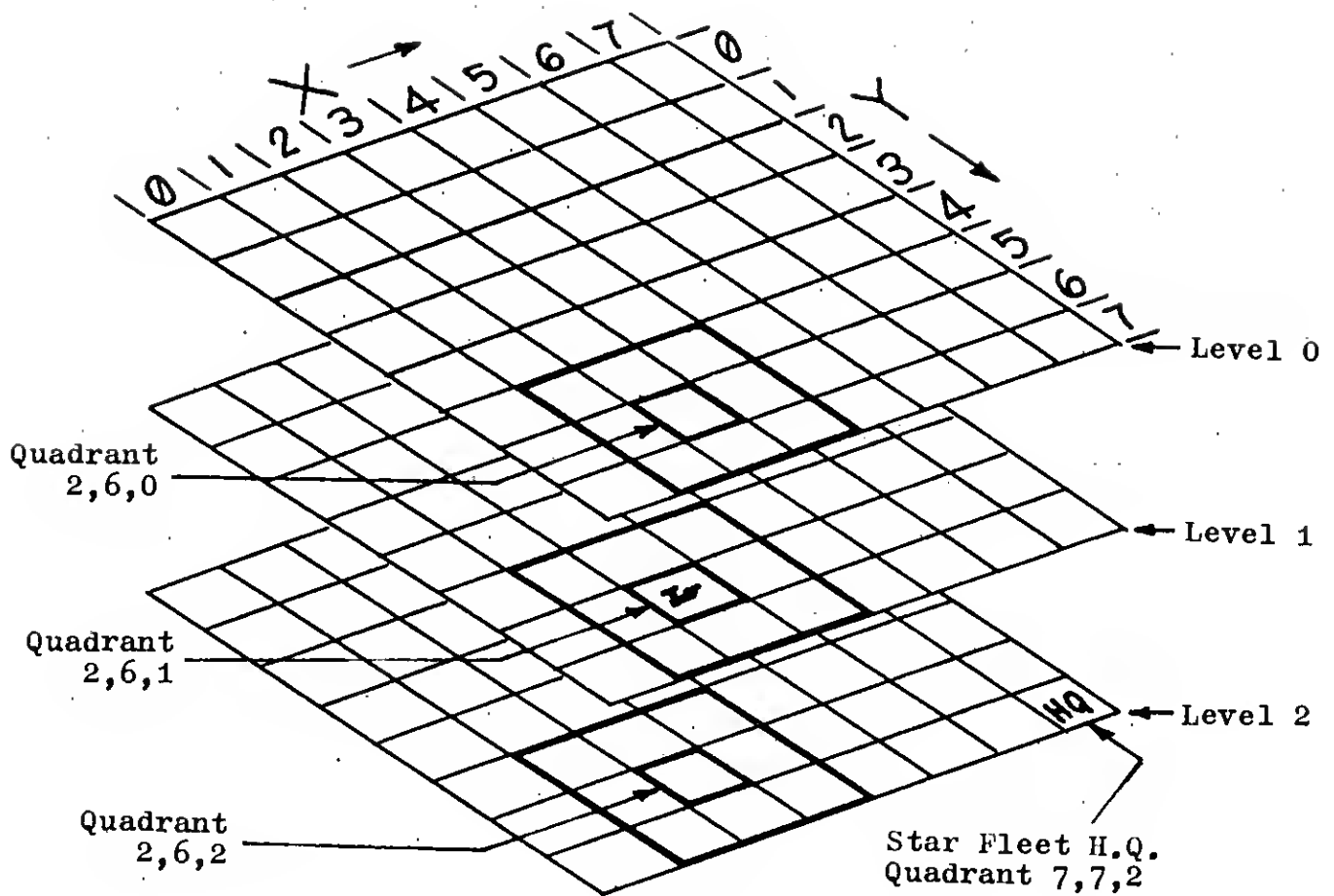


Figure 1. The Galaxy

THE GALAXY

As Captain of the Enterprise, it is important that you have an accurate conception of the overall configuration of the galactic region in which your voyages will take place.

The diagram of Figure 1 shows the three-dimensional space in which the game is played. The numbering scheme is based on an 8 x 8 matrix on each of three levels. As shown on the upper level, the X coordinate is numbered 0 to 7, from left to right, at the "top" of the matrix. The Y coordinate is numbered 0 to 7, from top to bottom, along the right side of the matrix. The elements of the matrix are designated as "quadrants". Thus, there are 64 quadrants on each of three levels for a total of 192.

Quadrants are identified by a series of three numbers, separated by commas, in the following order:

X coordinate, Y coordinate, Level coordinate

Thus, as shown in Figure 1, the quadrants 2,6,0 2,6,1 and 2,6,2 are quadrants in the same relative position on each of the three levels.

In exploring the galaxy, your most useful resource will be the long range sensor devices with which the Enterprise is equipped. These long range sensors are capable of presenting a display, or scan, which covers all quadrants on the same level which are adjacent to the quadrant occupied by the Enterprise (i.e. 9 quadrants) and, in addition, also covers the corresponding 9 quadrants in both the level above and the level below, for a total of 27 quadrants. Thus, as indicated in Figure 1, if the Enterprise is located in quadrant 2,6,1 the long range sensor scan will include all of the 27 quadrants within the heavy outlines.

Figure 2, is an actual example of a long range sensor scan from quadrant 2,6,1. Note the X coordinates, 1,2,3 at the top of the display and the Y coordinates, 5,6,7 at the right of the display. Note also, that within each of the 9 rectangles, there are 3 entries, one for each of the 3 levels of the galaxy. The 27 entries shown in Figure 2, provide information about each of the 27 quadrants previously identified in Figure 1. (We will return to the meaning of these entries later.)

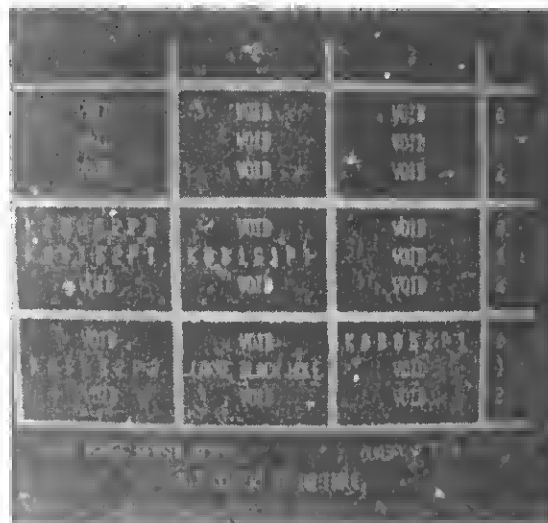


Figure 2.

You will discover that the long range sensor scans will provide the maximum amount of information if they are made when the Enterprise is on Level 1 of the galaxy as illustrated in the Figure 2 display. When long range scans are made from Level 0 or Level 2, or from one edge of the 8 x 8 matrix, the long range sensors try to scan outside the galaxy. This produces entries which simply read UNKNOWN QUADRANT. For example, in Figure 1 the position of Star Fleet Headquarters is shown in quadrant 7,7,2 in the lower right-hand corner of Level 2.* Figure 3 shows a long range scan made from quadrant 7,7,2. Notice that the display shows an X value of 8 and a Y value of 8 with nothing but UNKNOWN QUADRANT entries opposite these coordinates. This is the way in which Star Trek III tells you that these quadrants are outside the galaxy. They don't really exist and you can't go into them. (Try it if you don't believe me.) In the same way, all the entries for "Level 3" also show UNKNOWN QUADRANT because there is no Level 3. Notice also, that Level 0 is not shown at all because it is not adjacent to Level 2 from which the scan was made.

* Star Fleet Headquarters will always be at 7,7,2. This is one of the few things which you can be sure of in Star Trek III

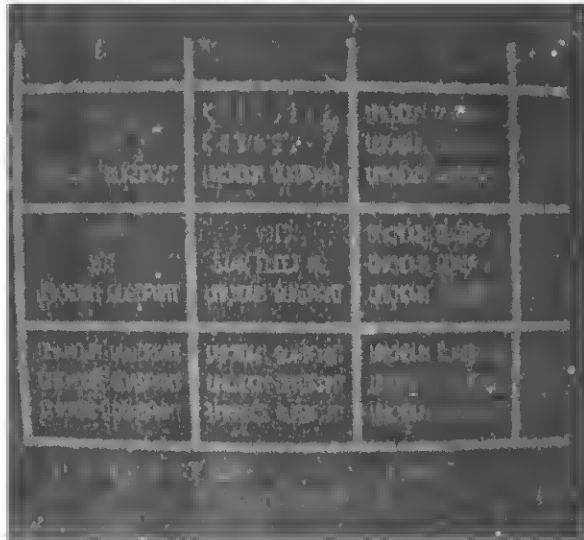


Figure 3.

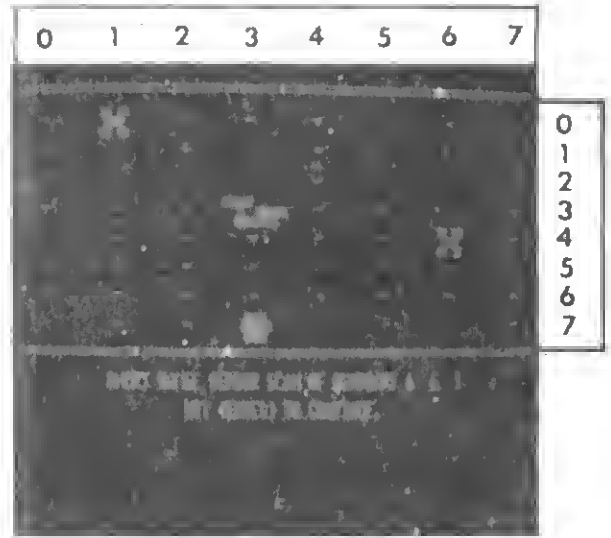


Figure 4.

One of the first displays you will see when starting a game, is a short range sensor scan of a single quadrant which may look something like Figure 4. Quadrants are also based on an 8 x 8 matrix with the same X and Y numbering scheme illustrated for the galaxy in Figure 1. However, in the case of short range scans the X and Y values are not shown and you have to imagine them in the positions indicated by the boxes added above and to the right of Figure 4. Each of the blips shown in a short range scan, represent the intersection of an X value and a Y value, and are known as "sectors". There are 64 sectors in each quadrant.* In Figure 4, the Enterprise is shown at sector 3,3, there is a planet at sector 3,7, a star at sector 1,0 and another star at 6,4.

THE COMMANDS

Figure 5 is the display which presents the array of commands which give you control of the resources of the Enterprise. It is through these commands that you, as Captain, implement the strategies and tactics which you have chosen. The following is a brief listing of the general functions of each of the commands.

0 STATUS

This produces the status report, an example of which is shown in Figure 6. This is your means for keeping constant track of the items shown. The energy level, in particular, is critical. You begin your voyage from Star Fleet Headquarters with a supply of 4000 units. When this becomes depleted you must "refuel" by docking at

* There are, in fact, 12,288 sectors in the galaxy. Mind boggling!

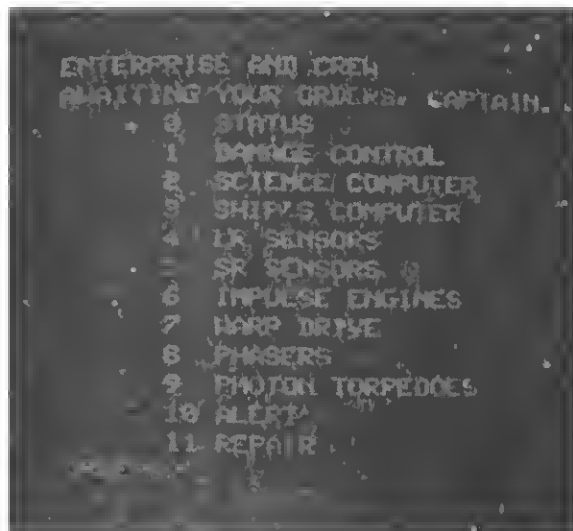


Figure 5.

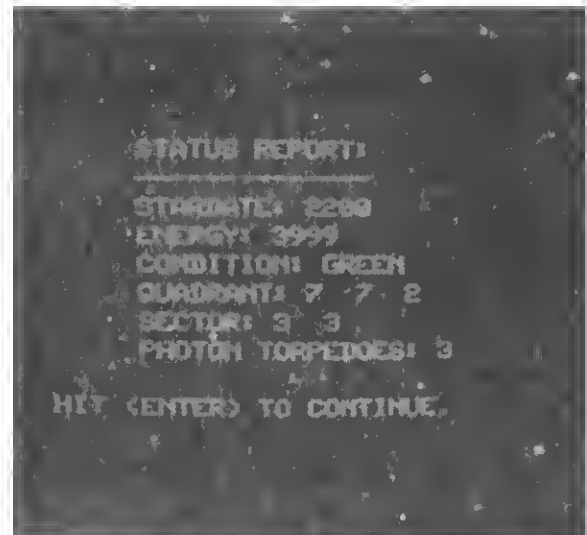


Figure 6.

other starbases scattered throughout the galaxy.* At the same time your energy supply is being restored, you are also restocked with any photon torpedoes that may have been expended. The repair of any damaged systems is also accelerated when docked at a starbase. You dock the Enterprise by moving it into the same sector as that occupied by the starbase. (See command 6, IMPULSE ENGINES.)

1 DAMAGE CONTROL

This provides a report on all systems and indicates their operational or repair status. The damage control function also normally flashes a message on your screen when one or more systems are damaged. The exception to this occurs when the damage control system itself is knocked out, in which case you may discover that a system is inoperative, only when you try to use it.

2 SCIENCE COMPUTER

The science computer will identify each object which appears in a short range sensor scan of a quadrant. You will recall that a part of your mission is to locate 5 "Class M" planets. You will encounter many planets in the galaxy. The way in which you discover whether or not they are Class M planets, is through the science computer. Having found a Class M planet, you then must "orbit" the planet. This is identical to the maneuver required to dock at a starbase. (See command 6, IMPULSE ENGINES.)

* Don't try to refuel at Star Fleet Headquarters. The high command will not take kindly to such an attempt.

3 SHIPS COMPUTER

The ships computer keeps a complete record of all quadrants which have been entered or scanned by the Enterprise. This information may be retrieved and displayed at any time by the ships computer. For example, it will give you the quadrant locations of starbases, Klingons, unexplored quadrants, etc. However, it cannot give you any specific information about quadrants which you have not yet explored.

4 LONG RANGE SENSORS

We have already considered some features of the long range sensors under the discussion of "The Galaxy", above. We will now take up the meaning of the messages which appear in the 27 entries of a long range sensor scan. Referring back to Figure 2, 2i of the 27 quadrants show VOID. This simply means that these quadrants are empty of stars, planets, starbases or enemy ships. Five of the quadrants show a series of 8 alternating letters and numbers. "K" refers to Klingon ships, "B" refers to starbases, "S" refers to stars, and "P" refers to planets. The number following each letter indicates the number of the entity which are present in the quadrant. Thus, quadrant 1,6,0 contains 2 Klingon ships and 2 stars while quadrant 1,6,1 contains 1 starbase, 2 stars, and 1 planet. Quadrant 2,7,1 simply says LARGE BLACK HOLE. It might have said CLASS 0 STAR, or PULSAR. These are quadrants to stay out of, believe me! One other comment about pulsars. They create a lot of static, so much in fact, that the quadrants adjacent to them cannot be penetrated by the long range sensors. As a result, the scan displays SPACE NOISE for all such quadrants. You can't be sure what is in these quadrants until you actually enter them. You would be well advised to take precautions before barging in. (See command i0, ALERT.)

5 SHORT RANGE SENSORS

We have already talked about short range sensor scans under our discussion of "The Galaxy", and gave an example in Figure 4. You will automatically be given short range sensor scans at frequent intervals, but you can always get another at any time through the use of command 5.

6 IMPULSE ENGINES

The Enterprise uses it's impulse engines for short range maneuvering within a quadrant in contrast to the warp drive which is used for travel between quadrants. It is the impulse engines which permit you to dock at a starbase and to "orbit" Class M planets. In either case, you must move the Enterprise into the same sector location as the starbase or Class M planet. To do this, you must provide both a compass direction and a speed for the impulse engines. If you use too low a speed you will fall short of the desired sec-

tor. If you use too much speed a collision will result.¹ The general scheme for specifying compass directions in Star Trek III is covered below under "The Torpedo and Maneuvering Chart".

7 WARP DRIVE

It is the warp drive that permits you to explore the galaxy. You can warp from any quadrant to any other quadrant. To do so, you simply provide the coordinates of the destination quadrant, and specify a speed in warp units, between 0 and 8. Low warp speeds take more stardates to complete a trip, but give you more time to repair damage to the ship. Less energy is used at low warp speeds. At high warp speeds, travel will take less time in stardates, but will use more energy.

8 PHASERS

Phasers are one of the two weapons systems carried by the Enterprise. Phasers are highly automated, but can consume considerable energy. They will only fire at Klingon ships. The effectiveness of phasers decreases with range and their aim is not always perfect, especially for distant targets. In firing your phasers, you need only to specify the energy level.

9 PHOTON TORPEDOES

Unlike phasers, photon torpedoes must be aimed manually. They will destroy the first object they hit. You are authorized to use photon torpedoes only against Klingons. No excuses are acceptable to Star Fleet Headquarters for accidents or other violations of this rule.² Because of the gravity of this infraction, and because the Enterprise only carries three photon torpedoes, they should be used with care and precision. The "Torpedo and Maneuvering Chart" described below will help you make the most of your photon torpedoes.

10 ALERT

The alert command controls the deflector shield defense system of the Enterprise. Under this command, you can change the alert status of the ship from GREEN to YELLOW to RED. In condition green, the ship uses less energy, but will suffer more damage if under attack. In condition red, the normal battle condition, the deflector shields are up to full power. This results in less damage during an attack, but uses more energy. Condition yellow, lies between red and green. It's advantage is that during an attack, if the ship is in condition yellow, it will automatically switch to condition red, saving you one turn.

¹ A collision is bad news all around. First, it may result in damage to the Enterprise, and second, Star Fleet Headquarters will find out and you'll be gigged for it when you are rated and scored.

² You will never make admiral, Captain.

Whenever you enter a quadrant occupied by Klingon ships, you are subject to attack. The Klingons get the first shot. Klingon ships will not fire if they have less than 100 units of energy. Sometimes, unaccountably, they may not fire at all.

11 REPAIR

The engineering staff of the Enterprise immediately begins repairs to correct any damage which is incurred by the ship without any direct command from the Captain. However, the repairs take an amount of time which is relative to the extent of the damage. You can shorten this normal repair time by using the repair command. This may be critical in some combat situations.

THE TORPEDO AND MANEUVERING CHART

Both the photon torpedoes command and the impulse engines command require that you provide a compass direction in order to execute the command. The general compass scheme of Star Trek III is illustrated in Figure 7. The complete circle is divided into eight 45° segments with a number from 0 to 7 assigned to the boundaries between segments. Thus, 0="east", 1="northeast", 2="north", etc. The numbers associated with the eight major compass directions are easy to remember and use whenever you require a right-left, up-down, or simple diagonal direction. There are, however, 168 additional compass directions which you may need* on frequent occasions.

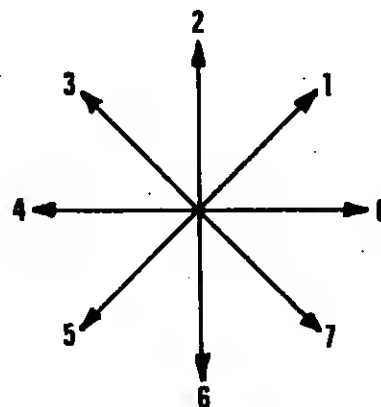


Figure 7.

Your Torpedo and Maneuvering Chart provides precise values for these 168 compass directions. The chart is based on the 8 x 8 quadrant matrix described under "The Galaxy", above.

Note that the square box at the center of the chart has an "E" in it. This corresponds to the position of the Enterprise in the quadrant. The idea is to count the number of sectors, right or left, and up or down, by which your target is separated from the Enterprise. The compass direction found at the intersection of these two sector counts is the one you need.

For example, Figure 8 is a short range scan of quadrant 6,5,1. The Enterprise is near the center. That evil shape at sector 5,7 is a Klingon Battle Cruiser! You will learn to hate Klingons and you may even have bad dreams about them. They have no redeeming social value

* Desperately!



Figure 8.

and you had better zap them purposefully and without delay at the first opportunity.¹ The only real question in this instance is whether to use phasers or a photon torpedo on him. Phasers aim themselves and usually hit the target. They only require a specified energy level.

If, however, you choose to use a photon torpedo to snuff the Klingon ship, you will need a precise firing angle (compass direction). If you refer to Figure 8 and count sectors, you will find that the Klingon is two sectors to-the-right and four sectors down from the Enterprise. The angle between the Enterprise and the target is by no means obvious in

Figure 8, but you can easily find it on the Torpedo Chart. Starting at the "E" box in the center of the chart, count two boxes to-the-right and four boxes down. The black dot at this position is accompanied by the correct angle, 6.59.

Figure 8 also displays two planets, one at sector 0,4 and one at sector 7,3. Suppose the planet at 7,3 is a Class M planet and you therefore wish to "orbit" it. You call for impulse engines. When you are asked for a direction, it is apparent that this planet is straight to-the-right or "due-east" of the Enterprise and that the correct direction is 0. Since it is four sectors distant, you might try a speed of 4. On the other hand, if you wished to "orbit" the planet at 0,4, the direction is not so obvious, and you will again need your Torpedo and Maneuvering Chart. This planet is three sectors to-the-left and one sector down from the Enterprise. The compass direction at this point on your chart is 4,41. The distance (and therefore the speed) to the second planet should theoretically be more than three since it is a slightly diagonal path. About this, let us simply say that if you start calculating diagonal distances you are going to have a lot of collisions.

Needless to say, if your objective in the above examples had been to dock at a starbase, the procedure would have been exactly the same.

THE VOYAGE LOG

When you first begin to play Star Trek III, by all means experiment with the commands and other aspects of the game. Its quite understandable that you may wish to go blasting about the galaxy in a care-free way seeking adventure and excitement.² The time will come, how-

¹ If you are still able to do so.

² You will find it.

Star Trek III VOYAGE LOG

VOYAGE NO. 19
DATE 6/1/79

PLAYING TIME

FINISH 8:55 PM
START 8:05 PM
TIME 50 MIN

0	1	2	3	4	5	6	7	
		Y	H	B-M?	V	V	V	0
		V	V	V	M?	B-M?	V	1 0
		(M?)	Y	(KDM?)	V	V	V	2
		V	V	V	V	V	V	0
		V	V	(K1)	(K1)	V	V	1 1
		B-M?	B	V	V	V	(K2)	2
		V	K3B	M?	V	M?	V	0
		V	V	V	V	V	V	1 2
		M?	V	V	M?	V	V	2
					O	V	V	0 3
					V	M?	V	1
					(M?)	V	V	2
					V	V	V	0
					V	V	M?	1 4
					(K1)	V	V	2
					V	V	O	0
					V	V	V	1 5
					V	B-M?	V	2
					V	V	V	0
					V	(M?)	V	1 6
					M?	B	V	2
					V	V	V	0
					V	M?	V	1 7
					M?	V	SF HQ	2

VOYAGE TERMINATED ON STARDATE 2310

CAUSE:

KLINGONS ☒ OUT-OF-ENERGY ☐ TIME EXPIRED ☐
RELIEVED OF COMMAND ☐ UNKNOWN ☐
RETURN TO STAR FLEET H.Q. ☐ SCORE None

Micro-Mega

Figure 9.

ever when you will want seriously to address the problem of keeping yourself and your dedicated crew alive long enough to turn in a creditable performance as a starship captain. This will require the accomplishment of most or all of the mission tasks listed at the beginning of these instructions, and getting safely back to Star Fleet Headquarters before stardate 2500. Who knows? you might even get a promotion, or at least a respectable rating.

To accomplish this will require an efficient, systematic and planned approach to the mission tasks. It is important that you learn from your mistakes and keep a record which will permit you to measure your progress.*

The Voyage Log sheets are designed to give you a lot of assistance in planning and orderly execution of your mission. You will note that the matrix format of the Voyage Log resembles that of a long range scan, but includes the entire 192 quadrants of the galactic region. In addition it provides for:

- (1) A voyage number and the real "earthdate" of the voyage.
- (2) A record of the real "earth" playing time.
- (3) A record of the stardate on which the voyage was terminated.
- (4) A record of the cause for voyage termination. The most common causes are listed with boxes, along with an "Unknown" category. If you warp into a Black Hole or Pulsar etc., you can record this in the space after "Unknown".
- (5) The desired cause for voyage termination is, of course, the last one, "Return to Star Fleet H.Q.", and is followed by the rating score which you received. (Be sure to record the stardate just before docking at Star Fleet Headquarters.)

The most essential feature of your Voyage Log is the 192 quadrant matrix. This permits you to record the significant features of all your long range scans so that they are visible in relation to the full galaxy matrix. It is true that the ships computer stores similar information, which may be retrieved. This is useful for confirmation and cross-checking the Voyage Log, but it is no substitute for knowing, at all times:

- (1) Which quadrants have been scanned, and which remain to be explored.
- (2) What mission tasks have been accomplished, and which tasks remain

Random criss-crossing of the galaxy for exploration or refueling is

* Its best to assume that things will improve. Any other attitude may lead to depression.

a waste both of energy and stardays. Not only should you know the position of a starbase at all times, you should know the position of the nearest starbase.

You can use whatever scheme you prefer for recording data on your Voyage Log. Figure 9 is an example of one approach. The voyage shown came to an untimely end brought on by the three Klingon ships in quadrant 3,2,0. In this Voyage Log, quadrants with possible Class M planets were marked as M? when they first appeared on a long range scan. If when checked out, they were not Class M the entry was lined out. If they were indeed Class M, they were orbited and circled in the log. Similarly, Klingons initially discovered were marked as K1, K2, etc. After being dealt with, they were circled. Other notations also appear in Figure 9, which indicate the position of starbases, Black Holes, etc.

The whole history of the voyage is displayed in Figure 9. A little more than half the galaxy had been explored. Three Class M planets had been confirmed and orbited. Nine Klingon ships had been discovered and six of them had been destroyed up to the point of the tragic events which took place in quadrant 3,2,0. Note that the player began this game at 8:05 PM and that it was finished for him by Klingons at 8:55 PM, giving 50 minutes of elapsed playing time. The stardate at the end was 2310, 110 stardays after the starting stardate (2200), and leaving 190 stardays before the mandatory return date of 2500.

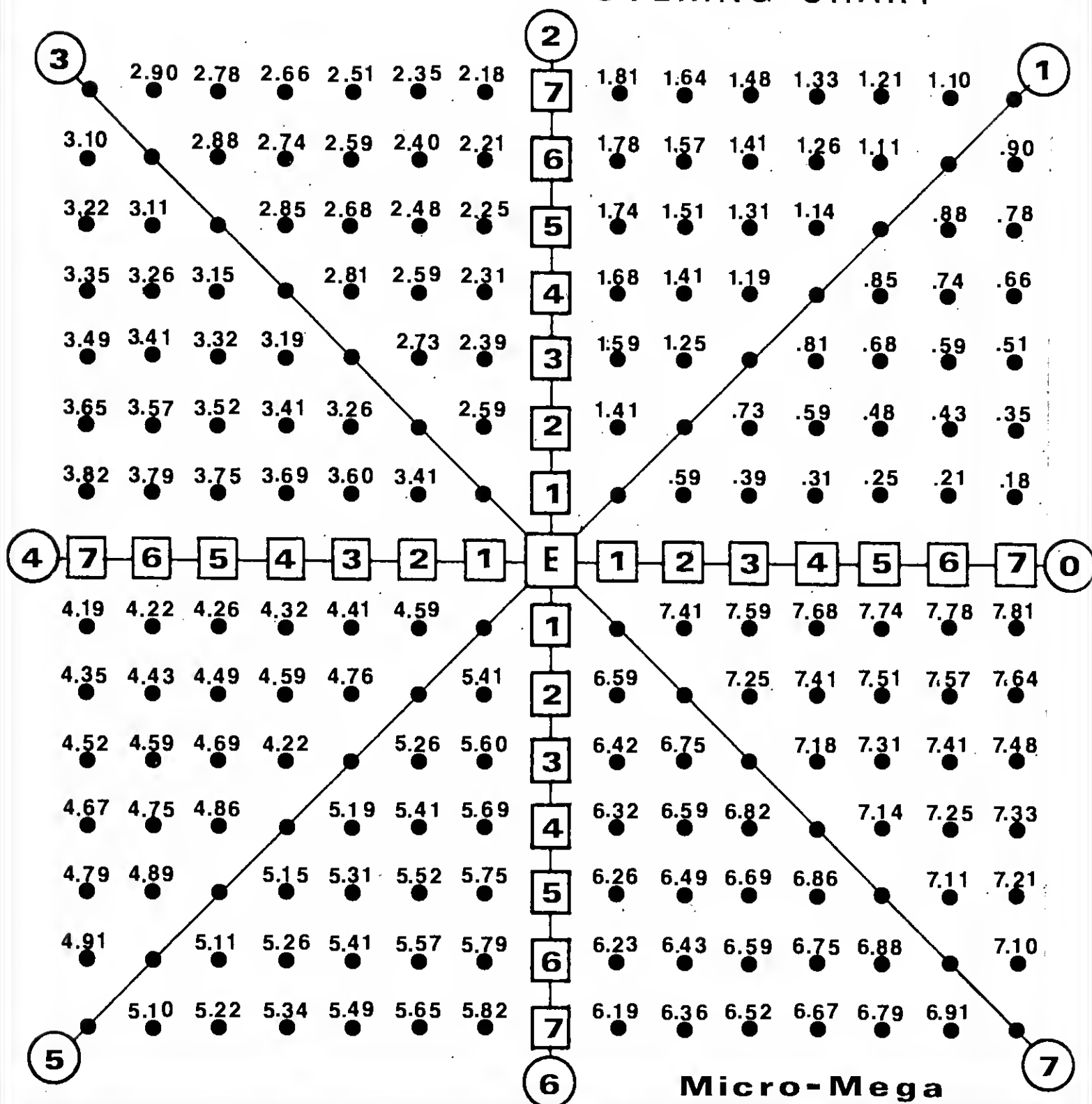
Despite the fact that the voyage ended in disaster, a great deal can be learned from it. Had the Captain dealt more successfully with those three Klingons in 3,2,0, he was well on the way to a good performance. His mission was about one-half accomplished and he had used less than half the stardays allowed.

Keep a file of all your voyage logs. They will highlight your mistakes and provide a framework for new strategies. As in the example above, you can measure your performance even when you do not complete a voyage

What is good performance for an experienced starship Captain? You should ultimately be able to finish most voyages in about $1\frac{1}{2}$ hours and get rating scores in the 90's. No two games are alike, however, and luck always plays a role.

Star Trek III

TORPEDO AND MANEUVERING CHART



Star Trek III VOYAGE LOG

VOYAGE NO. _____
DATE _____

PLAYING TIME _____

FINISH _____
START _____
TIME _____

0	1	2	3	4	5	6	7	
								0
								1 0
								2
								0
								1 1
								2
								0
								1 2
								2
								0 3
								1
								2
								0
								1 4
								2
								0
								1 5
								2
								0
								1 6
								2
								0
								1 7
							SF HQ	2

VOYAGE TERMINATED ON STARDATE _____

CAUSE:

KLINGONS ☐ OUT-OF-ENERGY ☐ TIME EXPIRED ☐
RELIEVED OF COMMAND ☐ UNKNOWN ☐
RETURN TO STAR FLEET H.Q. ☐ SCORE _____

Micro-Mega

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Dear Customer,

After you have gained a substantial amount of experience with Star Trek III, you may wish to compare your strategies with those used by others.

If you would like a copy of "A Winning Strategy for Star Trek III", fill in the attached coupon, enclose \$1.00, and we will send it to you promptly.

Our motive in this offer is not purely one of greed. As explained in our Instructions for Star Trek III, half the fun is in learning from the game and developing your own strategies. If our "Winning Strategy" was included in the Instructions, you would miss out on much of this. And who knows? your strategy may be better than ours.

Sincerely,


D. F. Boyd

.....
To: Micro-Mega
P.O. Box 6265
Arlington, VA 22206

☐ Send me a copy of "A Winning Strategy for Star Trek III". I enclose \$1.00.

☐ Send me _____ additional Voyage Log pads (postpaid).
I enclose \$1.50 for each pad.

Name _____

Street Address _____

City _____ State _____ Zip _____